

Army Modeling and Simulation Past, Present and Future



**Executive Forum
for**

Modeling and Simulation

LTG Paul J. Kern

Director, Army Acquisition Corps

May 30, 2001

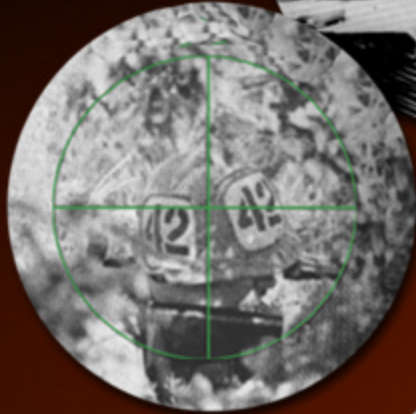
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Training Simulation: Past to Present

SCOPES/
REALTRAIN
1971



MILES
1976 to Present



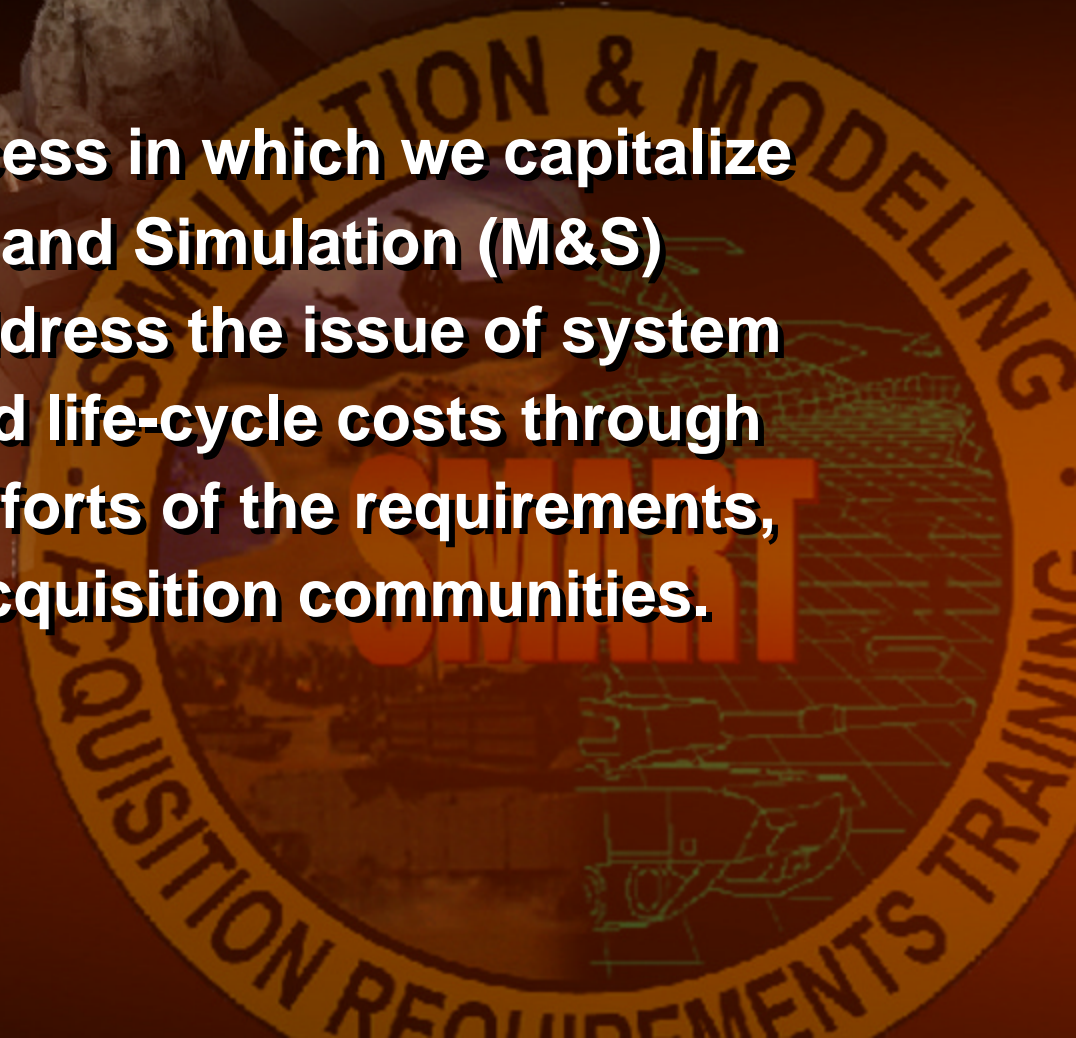
National Training
Center



1982 to Present

SMART Definition

SMART is a process in which we capitalize on Modeling and Simulation (M&S) technology to address the issue of system development and life-cycle costs through the combined efforts of the requirements, training and acquisition communities.





“Be a world leader in Modeling and Simulation to continuously improve Army effectiveness through a disciplined collaborative environment in partnership with industry, government, and academia.”

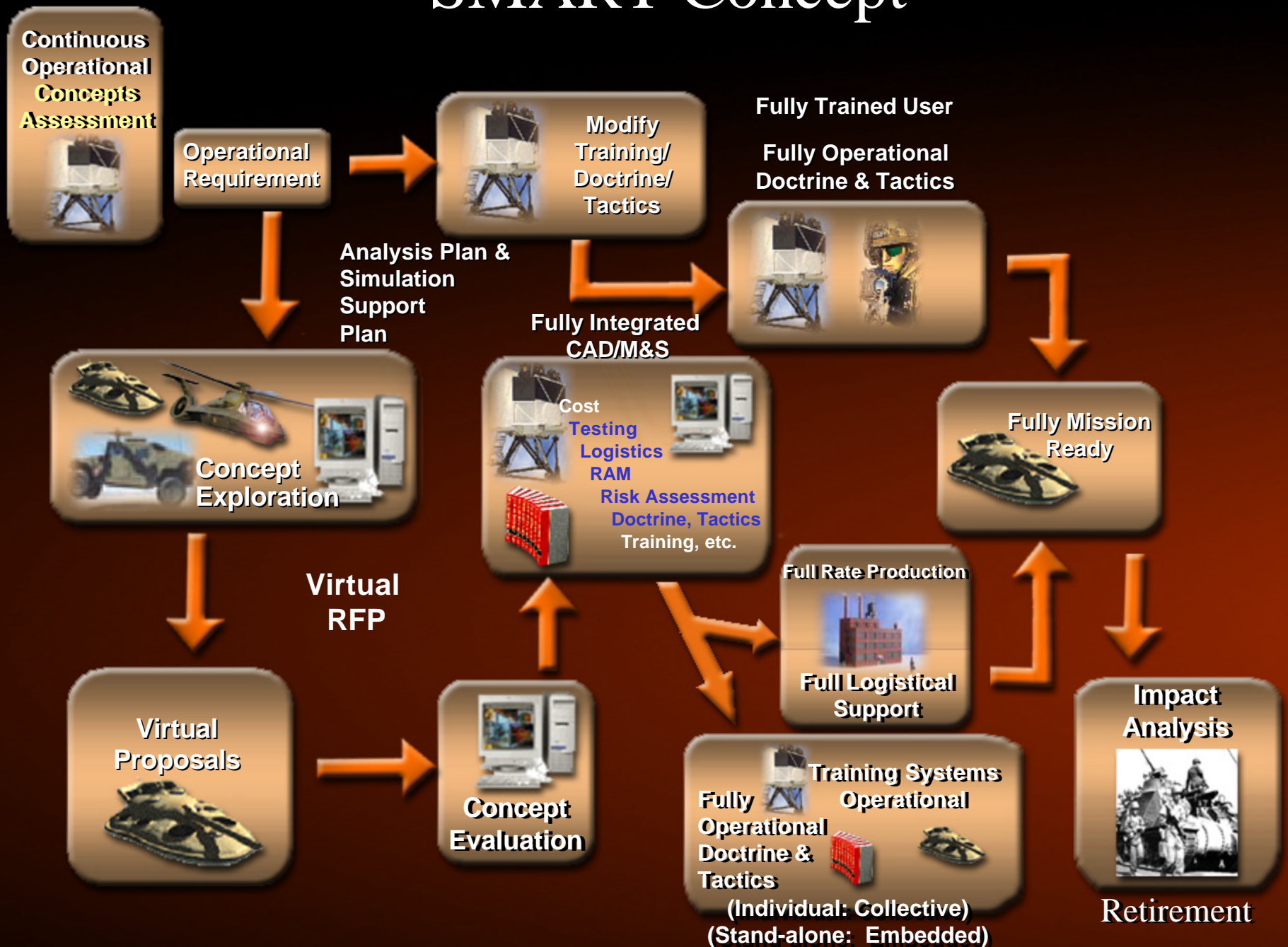
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SMART Concept



Flagship Programs



- **Apache** poised to re-assess basic load, capitalize on product improvements to re-engineer logistic support



- **CCTT** can be Employed to Explore Doctrine and TTP for Future Systems to Influence Final Design

- **Crusader** program operates within an Integrated Digital Environment that links the Program Management Office, Contractor, Research Center, assorted test ranges, and other activities



- **Future Scout Cavalry System** ideally poised to benefit from M&S and Systems Engineering

Modeling and Simulation Are Essential to Field the Objective Force In This Decade

2008



- Design Faster
- Collaborate Easier
- Explore Alternative Designs

The Way Ahead

SMART is the enabler to allow the Army to complete the Transformation process within the established timelines. Coordination has been conducted to incorporate 45 of the 51 tasks in the **SMART Execution Plan** into the Transformation Campaign Plan.



AMC RDEC Federation



AMC-wide Distributed M&S Collaborative Environment

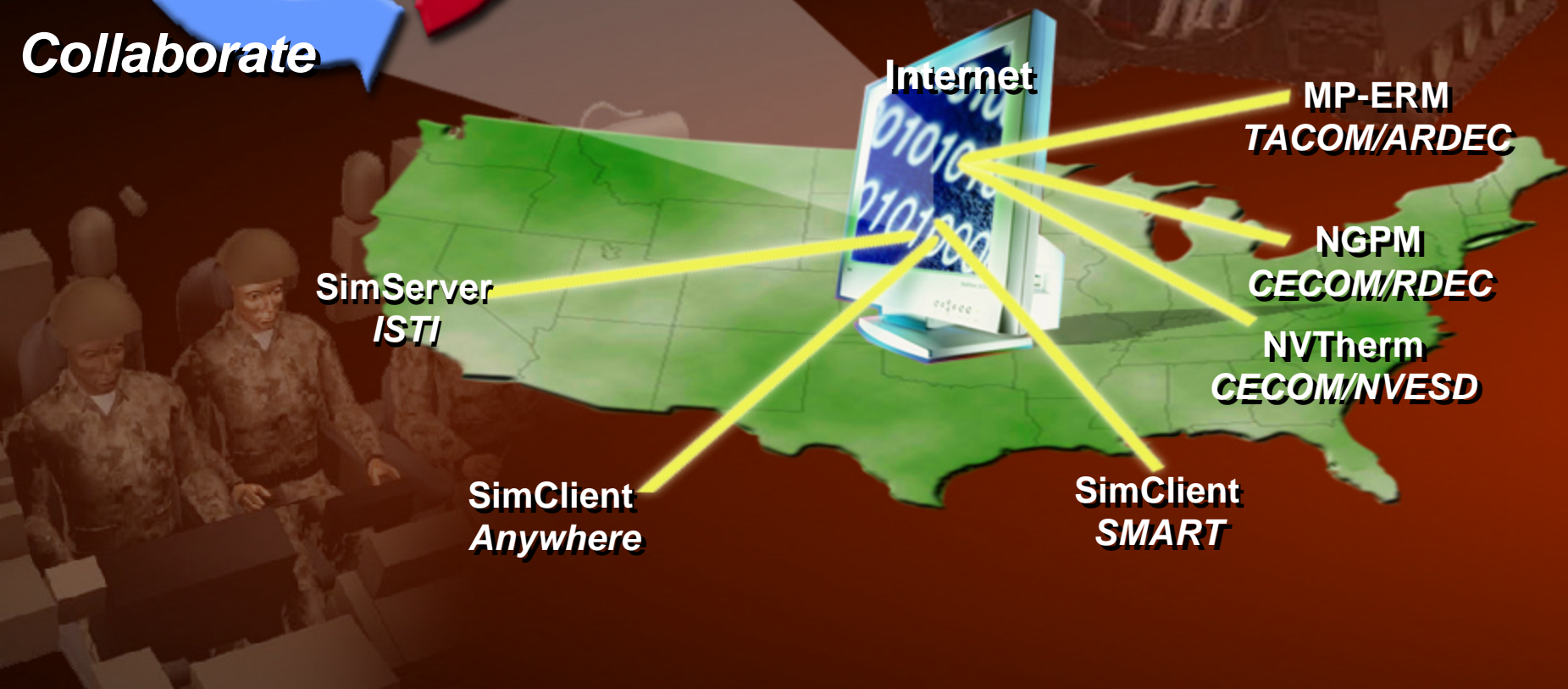
M&S Integration and Interoperation Across RDECs

Design

Evaluate

Collaborate

*RDEC M&S Commodities
distributed over multiple,
heterogeneous platforms*



SMART Collaboration With Entertainment Industry/Academia



- **Immersive Environments**
- **Urban Environment Simulation**
- **Stability and Support Operations Simulation**

Training Simulations: The Future

- System Embedded Training



- Use of Hollywood Concepts to Create Immersive Training Environments



*Facing the
Future...*

Together